# EAST Search History

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| L1 | 1 | ((pass$4 with reference) same (stack near8 parameter)).clm. and (offset with (base address location pointer point)).clm. | US-PGPUB | OR | OFF | 2007/10/26 16:45 |
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Passing parameters by implicit reference - Patent 20050071846
3 illustrates a system for **passing parameters** by **implicit reference**, ..... The **parameter** "a1" is at an **offset** of eight bytes from the **base** pointer. ...
www.freepatentsonline.com/20050071846.html - 64k - Cached - Similar pages

Ada 83 LRM, Sec 13.7: The Package System
**References**: access subtype, access type, activation, actual **parameter**, **address** clause, **address** predefined type, attribute, **base** type, collection, component, ...
archive.adaic.com/standards/83lrm/html/lrm-13-07.html - 17k - Cached - Similar pages

[PDF] Final Exam
File Format: PDF/Adobe Acrobat - View as HTML
d. the **base address** for global variables. .... **pass**-by-**reference**. The aliases created by **reference parameters** can lead to subtle bugs, ...
www.cs.rochester.edu/courses/254/exams/F06_final.pdf - Similar pages

[PPT] runtime organization + assembly
File Format: Microsoft Powerpoint - View as HTML
Assembly – **pass parameters** (+this), save registers, call, virtual method .... Pointer to data, often used as array-**base address** ... Array **base reference** ...
www.cs.tau.ac.il/~rumster/wcc06/T11-frames-assembly.ppt - Similar pages

> [PDF] Microsoft PowerPoint - T11-frames-assembly.ppt
> File Format: PDF/Adobe Acrobat - View as HTML
> **implicit parameter**. **implicit** argument. 18. Conceptual memory layout ... Pointer to data, often used as array-**base address** ... Array **base reference** ...
> www.cs.tau.ac.il/~rumster/wcc06/T11-frames-assembly.printfriendly.pdf - Similar pages

ICS 142 Klefstad Run-time Environments Outline Introduction ...
push evaluated actual **parameters** jump to routine, push return **address** save ... **pass** a pointer to object; each **reference** in subroutine is implicitly indirect ...
doc.ece.uci.edu/~klefstad/s/142/lectures/run-time.html - 11k - Cached - Similar pages

SGI TPL (Hardware: Developer/DevDrvrO2_PG - Appendix B. New and ...
When icursor is NULL, the **offset** of the **implicit** cursor in plist is returned. ..... Given the **base address** and block size of the buffer for DMA (or a list ...
techpubs.sgi.com/library/tpl/cgi-bin/getdoc.cgi/
hdwr/bks/SGI_Developer/books/DevDrvrO2_PG/sgi_html/apb.html - 87k -
Cached - Similar pages

ADVANCED CODE GENERATION (with some runtime system issues ...
For arrays, we just added **base** and **offset**, because array value is not a pointer. ... except that there is an **implicit parameter** ``mystack'': pop(mystack) ...
www-cse.ucsd.edu/users/wgg/CSE131B/Lectures/8.advanced.runtime.codgen - 35k -
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Processor and method for generating a pointer - US Patent 6584557

1 with `**Offset**` corresponding to Arg2, `**Base Address**` corresponding to Arg1 ... The **parameter passing** convention is that the input **parameter** is passed in ...

www.patentstorm.us/patents/6584557-description.html - 33k - Cached - Similar pages

[PPT] Subprograms
File Format: Microsoft Powerpoint - View as HTML
in-**parameter** by **reference**: call cannot modify it. **Parameter-passing** in Java ... Actuals at positive **offset** from FP, locals at negative **offset** from FP. ...
cs.nyu.edu/courses/fall00/G22.2110-001/pl.lec5.ppt - Similar pages

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Relevance scale

1 Level set and PDE methods for computer graphics
David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, Ross Whitaker
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**
**Publisher:** ACM Press
Full text available: pdf(17.07 MB) Additional Information: full citation, abstract, citings

Level set methods, an important class of partial differential equation (PDE) methods, define dynamic surfaces implicitly as the level set (iso-surface) of a sampled, evolving nD function. The course begins with preparatory material that introduces the concept of using partial differential equations to solve problems in computer graphics, geometric modeling and computer vision. This will include the structure and behavior of several different types of differential equations, e.g. the level set eq ...

2 Compiler construction: an advanced course
F. L. Bauer, F. L. De Remer, M. Griffiths, U. Hill, J. J. Horning, C. H. A. Koster, W. M. McKeeman, P. C. Poole, W. M. Waite, G. Goos, J. Hartmanis
January 1974 Book
**Publisher:** Springer-Verlag New York, Inc.
Additional Information: full citation, abstract, references, cited by

The Advanced Course took place from March 4 to 15, 1974 and was organized by the Mathematical Institute of the Technical University of Munich and the Leibniz Computing Center of the Bavarian Academy of Sciences, in co-operation with the European Communities, sponsored by the Ministry for Research and Technology of the Federal Republic of Germany and by the European Research Office, London.

3 GPGPU: general purpose computation on graphics hardware
David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ian Buck, Cliff Woolley, Aaron Lefohn
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**
**Publisher:** ACM Press
Full text available: pdf(63.03 MB) Additional Information: full citation, abstract, citings

The graphics processor (GPU) on today's commodity video cards has evolved into an extremely powerful and flexible processor. The latest graphics architectures provide tremendous memory bandwidth and computational horsepower, with fully programmable vertex and pixel processing units that support vector operations up to full IEEE floating point precision. High level languages have emerged for graphics hardware, making this computational power accessible. Architecturally, GPUs are highly parallel s ...

### 4 Anatomy of LISP

John Allen
January 1978 Book
.**Publisher:** McGraw-Hill, Inc.
Additional Information: full citation, abstract, references, cited by, index terms

This text is nominally about LISP and data structures. However, in the process it covers much broader areas of computer science. The author has long felt that the beginning student of computer science has been getting' a distorted and disjointed picture of the field. In some ways this confusion is natural; the field has been growing at such a rapid rate that few are prepared to be judged experts in all areas of the discipline. The current alternative seems to be to give a few introductory cou ...

### 5 Cryptography and data security

Dorothy Elizabeth Robling Denning
January 1982 Book
**Publisher:** Addison-Wesley Longman Publishing Co., Inc.
Full text available: pdf(19.47 MB) Additional Information: full citation, abstract, references, cited by, index terms

**From the Preface (See Front Matter for full Preface)**

Electronic computers have evolved from exiguous experimental enterprises in the 1940s to prolific practical data processing systems in the 1980s. As we have come to rely on these systems to process and store data, we have also come to wonder about their ability to protect valuable data.

Data security is the science and study of methods of protecting data in computer and communication systems from unauthorized disclosure ...

### 6 The multics system: an examination of its structure

Elliott I. Organick
January 1972 Book
**Publisher:** MIT Press
Additional Information: full citation, abstract, references, cited by, index terms

This volume provides an overview of the Multics system developed at M.I.T.--a time-shared, general purpose utility like system with third-generation software. The advantage that this new system has over its predecessors lies in its expanded capacity to manipulate and file information on several levels and to police and control access to data in its various files. On the invitation of M.I.T.'s Project MAC, Elliott Organick developed over a period of years an explanation of the workings, concep ...

### 7 Course 13: A gentle introduction to bilateral filtering and its applications: A gentle introduction to bilateral filtering and its applications

Sylvain Paris
August 2007 **ACM SIGGRAPH 2007 courses SIGGRAPH '07**
**Publisher:** ACM Press
Full text available: pdf(27.35 MB)
mov(100:20 Additional Information: full citation, abstract

MIN)

- Image-based modeling and photo editing *Oh et al.* ACM SIGGRAPH conference (c) 2001, Association for Computing Machinery, Inc. Reprinted by permission. http://doi.acm.org/10.1145/383259.383310

- Fast bilateral filtering for the display of high-dynamic-range images *Durand and Dorsey* ACM SIGGRAPH conference (c) 2002, Association for Computing Machinery, Inc. Reprinted by permission. http://doi.acm.org/10.1145/566570.566574

- Bilateral mesh denoising *Fleishman et a* ...

8 Collision detection and proximity queries
Sunil Hadap, Dave Eberle, Pascal Volino, Ming C. Lin, Stephane Redon, Christer Ericson
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**
**Publisher:** ACM Press
Full text available: pdf(11.22 MB) Additional Information: full citation, abstract

This course will primarily cover widely accepted and proved methodologies in collision detection. In addition more advanced or recent topics such as continuous collision detection, ADFs, and using graphics hardware will be introduced. When appropriate the methods discussed will be tied to familiar applications such as rigid body and cloth simulation, and will be compared. The course is a good overview for those developing applications in physically based modeling, VR, haptics, and robotics.

9 The elements of nature: interactive and realistic techniques
Oliver Deusen, David S. Ebert, Ron Fedkiw, F. Kenton Musgrave, Przemyslaw Prusinkiewicz, Doug Roble, Jos Stam, Jerry Tessendorf
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**
**Publisher:** ACM Press
Full text available: pdf(17.65 MB) Additional Information: full citation, abstract

This updated course on simulating natural phenomena will cover the latest research and production techniques for simulating most of the elements of nature. The presenters will provide movie production, interactive simulation, and research perspectives on the difficult task of photorealistic modeling, rendering, and animation of natural phenomena. The course offers a nice balance of the latest interactive graphics hardware-based simulation techniques and the latest physics-based simulation techni ...

10 Real-time shading
Marc Olano, Kurt Akeley, John C. Hart, Wolfgang Heidrich, Michael McCool, Jason L. Mitchell, Randi Rost
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**
**Publisher:** ACM Press
Full text available: pdf(7.39 MB) Additional Information: full citation, abstract

Real-time procedural shading was once seen as a distant dream. When the first version of this course was offered four years ago, real-time shading was possible, but only with one-of-a-kind hardware or by combining the effects of tens to hundreds of rendering passes. Today, almost every new computer comes with graphics hardware capable of interactively executing shaders of thousands to tens of thousands of instructions. This course has been redesigned to address today's real-time shading capabili ...

11 Smalltalk-80: the language and its implementation
Adele Goldberg, David Robson
January 1983 Book

**Publisher:** Addison-Wesley Longman Publishing Co., Inc.
Full text available: pdf(33.56 MB) Additional Information: full citation, abstract, cited by, index terms, review

**From the Preface (See Front Matter for full Preface)**

Advances in the design and production of computer hardware have brought many more people into direct contact with computers. Similar advances in the design and production of computer software are required in order that this increased contact be as rewarding as possible. The Smalltalk-80 system is a result of a decade of research into creating computer software that is appropriate for producing highly functional and interactive ...

12 Course 23: Geometric modeling based on polygonal meshes: Geometric modeling based on polygonal meshes
**Video files associated with this course are available from the citation page**
Mario Botsch, Mark Pauly, Leif Kobbelt, Pierre Alliez, Bruno Lévy, Stephan Bischoff, Christian Rössl
August 2007 **ACM SIGGRAPH 2007 courses SIGGRAPH '07**
**Publisher:** ACM Press
Full text available: pdf(44.53 MB) Additional Information: full citation, appendices and supplements, abstract, references

In the last years triangle meshes have become increasingly popular and are nowadays intensively used in many different areas of computer graphics and geometry processing. In classical CAGD irregular triangle meshes developed into a valuable alternative to traditional spline surfaces, since their conceptual simplicity allows for more flexible and highly efficient processing.

13 Status report of the graphic standards planning committee
Computer Graphics staff
August 1979 **ACM SIGGRAPH Computer Graphics**, Volume 13 Issue 3
**Publisher:** ACM Press
Full text available: pdf(15.01 MB) Additional Information: full citation, references, citings

14 Exploiting perception in high-fidelity virtual environments: Exploiting perception in high-fidelity virtual environments
**Additional presentations from the 24th course are available on the citation page**
Mashhuda Glencross, Alan G. Chalmers, Ming C. Lin, Miguel A. Otaduy, Diego Gutierrez
July 2006 **ACM SIGGRAPH 2006 Courses SIGGRAPH '06**
**Publisher:** ACM Press
Full text available: pdf(5.07 MB) mov(68:6 MIN) Additional Information: full citation, appendices and supplements, abstract, references, cited by, index terms

The objective of this course is to provide an introduction to the issues that must be considered when building high-fidelity 3D engaging shared virtual environments. The principles of human perception guide important development of algorithms and techniques in collaboration, graphical, auditory, and haptic rendering. We aim to show how human perception is exploited to achieve realism in high fidelity environments within the constraints of available finite computational resources.In this course w ...

**Keywords**: collaborative environments, haptics, high-fidelity rendering, human-computer interaction, multi-user, networked applications, perception, virtual reality

15 Essays in computing science
C. A. R. Hoare
January 1989 Book
**Publisher:** Prentice-Hall, Inc.
Full text available: pdf(20.91 MB) Additional Information: full citation, abstract, references, cited by, review

Charles Antony Richard Hoare is one of the most productive and prolific computer scientists. This volume contains a selection of his published papers. There is a need, as in a Shakespearian Chorus, to offer some apology for what the book manifestly fails to achieve. It is not a complete 'collected works'. Selection between papers of this quality is not easy and, given the book's already considerable size, some difficult decisions as to what to omit have had to be made. Pity the editor weighin ...

16 Geometric modeling based on triangle meshes: Geometric modeling based on triangle meshes
Mario Botsch, Mark Pauly, Christian Rossl, Stephan Bischoff, Leif Kobbelt
July 2006 **ACM SIGGRAPH 2006 Courses SIGGRAPH '06**
**Publisher:** ACM Press
Full text available: pdf(24.22 MB) Additional Information: full citation, references, index terms

17 The design of a virtual machine for Ada
L. J. Groves, W. J. Rogers
November 1980 **ACM SIGPLAN Notices , Proceeding of the ACM-SIGPLAN symposium on Ada programming language SIGPLAN '80**, Volume 15 Issue 11
**Publisher:** ACM Press
Full text available: pdf(1.27 MB) Additional Information: full citation, abstract, references

An implementation of Ada should be based on a machine-independent translator generating code for a Virtual Machine, which can be realised on a variety of machines. This approach, which leads to a high degree of compiler portability, has been very successful in a number of recent language implementation projects and is the approach which has been specified by the U. S. Army and Air Force in their requirements for Ada implementations.This paper discusses the rationale, requirements and design of s ...

18 Final report of the GSPC state-of-the-art subcommittee
R. H. Ewald, R. Fryer
June 1978 **ACM SIGGRAPH Computer Graphics**, Volume 12 Issue 1-2
**Publisher:** ACM Press
Full text available: pdf(7.85 MB) Additional Information: full citation, abstract

This paper presents the final report of the ACM/SIGGRAPH Graphics Standards Planning Committee (GSPC) State-of-the-Art Subcommittee. This group's charter was to compare existing vector-oriented graphics packages to determine their similarities and differences. Eight graphics packages and the GSPC "Core System" were selected for review.

19 Spatial augmented reality: a modern approach to augmented reality: Modern approaches to augmented reality
Oliver Bimber, Ramesh Raskar
July 2005 **ACM SIGGRAPH 2005 Courses SIGGRAPH '05**
**Publisher:** ACM Press
Full text available: pdf(48.93 MB) Additional Information: full citation, abstract, references, index terms

This tutorial discusses the Spatial Augmented Reality (SAR) concept, its advantages and limitations. It will present examples of state-of-the-art display configurations, appropriate real-time rendering techniques, details about hardware and software implementations, and current areas of application. Specifically, it will describe techniques for optical combination using single/multiple spatially aligned mirror-beam splitters, image sources, transparent screens and optical holograms. Furthermore, ...

20 Compiler-directed run-time monitoring of program data access

Chen Ding, Yutao Zhong

June 2002 **ACM SIGPLAN Notices , Proceedings of the 2002 workshop on Memory system performance MSP '02**, Volume 38 Issue 2 supplement

**Publisher:** ACM Press

Full text available: pdf(1.40 MB) Additional Information: full citation, abstract, references, citings

Accurate run-time analysis has been expensive for complex programs, in part because most methods perform on all a data. Some applications require only partial reorganization. An example of this is off-loading infrequently used data from a mobile device. Complete monitoring is not necessary because not all accesses can reach the displaced data. To support partial monitoring, this paper presents a framework that includes a source-to-source C compiler and a run-time monitor. The compiler inserts ru ...

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